



Clean Set Of Pending Claims
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1. A method for transferring gaming data to a remote terminal located outside a gaming establishment comprising:
receiving at said remote terminal information from a gaming site on a global computer network identifying a plurality of gaming machines at said gaming establishment;
transmitting data from said remote terminal selecting at least one of said gaming machines for remote information transfer;
receiving at said remote terminal a text or graphical outcome resulting from a play of said at least one of said gaming machines; and
generating a payout if said outcome meets predetermined criteria.
2. The method of Claim 1, wherein said selected gaming machine comprising a slot machine and wherein said outcome includes a reel position.
3. The method of Claim 1, wherein said step of receiving information includes receiving information selecting at least two of said plurality of gaming machines for remote play.
4. The method of claim 3 wherein said step of receiving information includes receiving a gaming machine identifier.
5. The method of claim 3 wherein said step of receiving information includes receiving a gaming machine type.
6. The method of claim 3 wherein said step of receiving information includes receiving player preferences.
7. The method of claim 1 wherein said selected gaming machine comprises a video poker machine including a display for displaying a poker hand.

8. The method of claim 1 wherein said outcome comprises information identifying the value of said payout; and

further comprising the step of using said payout information to simulate a display of said outcome at said remote location.

9. The method of claim 1 wherein said selected gaming machine comprises a slot machine and wherein said outcome comprises information identifying a reel position of said gaming machine; and

further comprising the step of using said outcome information to display said reel position at said remote location.

10. The method of claim 1 and further including the steps of receiving a player identifier; and transmitting said player identifier for identification of said player.

11. A remote computer for the remote play of a local gaming machine located within a gaming establishment, the remote computer being located outside said gaming establishment, said remote computer comprising:

a microprocessor;

memory connected to said microprocessor and including instructions for controlling said microprocessor; and

said microprocessor being operative with said instructions in said memory to:

receive information identifying a plurality of local gaming machines located within said gaming establishment,

transmit data selecting at least one of said plurality of local gaming machines for remote play,

receive a text or graphical outcome resulting from a local play of said selected gaming machines, and

generate a payout if said outcome meets predetermined criteria.

12. The remote computer of claim 11 wherein said selected gaming machine comprises a slot machine and wherein said outcome includes a reel position.
13. The remote computer of claim 11 wherein said operation of receiving information includes receiving information selecting at least two of said plurality of gaming machines for remote play.
14. The remote computer of claim 11 wherein said operation of receiving information includes receiving a gaming machine identifier.
15. The remote computer of claim 14 wherein said operation of receiving information includes receiving a gaming machine type.
16. The remote computer of claim 14 wherein said operation of receiving information includes receiving player preferences.
17. The remote computer of claim 11 wherein said selected gaming machine comprises a video poker machine including a display for displaying a poker hand.
18. The remote computer of claim 11 wherein said outcome comprises data identifying the value of said payout; and
further comprising the operation of using said payout data to simulate a display of said outcome at said remote location.
19. The remote computer of claim 11 wherein said outcome comprises information identifying a reel position of said selected gaming machine; and
further comprising the operation of using said outcome data to display said reel position at said remote location.

20. The remote computer of claims 11 further including the operations of: receiving a player identifier; and

transmitting said player identifier for identification of said player.

21. A remote computer located outside a gaming establishment, said remote computer comprising:

means for receiving information identifying a plurality of local gaming machines each engaged in play within said gaming establishment;

means for transmitting data from selecting at least a one of said plurality of local gaming machines for information transfer;

means for receiving a text or graphical outcome resulting from a play of said selected local gaming machines; and

means for generating a payout if said outcome meets predetermined criteria.

35. A remote gaming method comprising:

accessing, via a remote terminal, a gaming site on a global computer network connected to said remote terminal;

providing, via said remote terminal, personal identification information to said gaming site;

selecting, via said remote terminal, a game of chance located at a gaming establishment for remote play, said remote terminal being located outside said gaming establishment;

placing, via said remote terminal, a wager for playing said selected game; and

receiving randomly-generated text or graphical outcome data at said remote terminal for said selected game, said outcome data being generated by one of a gaming server and a gaming machine at said gaming establishment and relayed to said gaming site.

36. A remote gaming method using a gaming server, a remote terminal, and a gaming site on a global computer network, said gaming server being located at a gaming establishment, said remote terminal being located outside said gaming establishment, said gaming site being provided on said global computer network, the method comprising:

receiving, at said gaming server, personal identification information, game selection information, and wager information from a player accessing said gaming site via said remote terminal, said remote terminal being connected to said global computer network;

randomly generating outcome data at one of said gaming server and a gaming machine communicatively coupled to said gaming server, said outcome data being generated for a game selected according to said game selection information, said gaming machine being located at said gaming establishment;

receiving said outcome data at said gaming server; and

transmitting said outcome data from said gaming server to said gaming site for display to said player on said remote terminal in text or graphical form.